



Hobbies/Interest:
Base
Cooking
Shopping
Television

Box 921
THURSDAY, 26, OCTOBER, 2014

minimize of special interests from reading and from video games to university-level classes. Only your **Imagination** can limit the number of conference topics available to INN members.

The following is the schedule of conferences for the month of January as of December 8. The schedule is subject to change. Conferences marked "Private" or "Pvt" require approval from the conference's host or moderator to attend. If you have a question regarding a specific conference listed here, please write to the name and box number below the conference name. Trivia questions only should be sent to box 996. All times listed are Pacific Time.

SNOWDAY

TEEN SCENE:
3 pm LGB Teen Conference
(Angelos+ 31869)
5 pm Gastics Air Force *Pvt*
(CAFWING 84493)
5 pm Holy Air Force *Pvt*
(HAFSAKES 8987)

HELP ROOM:

- * On the hour 10 am to 5 pm *
- * New Member Orientation *

1 pm Patients
(CancerCare 51449) (2nd)

6 pm Community Club
(Creak 7658) (1st)

6 pm Los Angeles Squadron
(LAAir 26909) (2nd/3rd)

7 pm Silver Palace *Pvt*
(AltaMtn 3393) (2nd/3rd)

7 pm Empire Club
(Frost 24553) (4th)

MYSTIC PORTAL:

1 pm Wynn Worx Conf.
(Shawnee+ 37549)
4 pm Knights Gold *Pvt*
(Makor 62334)
6 pm RIPS Pub Club
(Makor 35462)

COLLEGE CAMPUS:

3 pm DRAGONROCK *Pvt*
(DRAGONROCK 30455)
7 pm Diving Room Table
(Avry+ 23489)

CHESS CLUB:

5 pm Hanover *Private*
(Hanover 10688)

7 pm SHF Squad *Pvt*
(Markie 88943)

TECH TOWER:

10 pm On Computers
(ITG 66653)

1 pm Space Shuttle EPG
(FlyBy 82231)

5 pm Hall of Fame Squad *Pvt*
(Cale 33291)

TRIVIA HAVEN:

4 pm TIG Trivia Madness
5 pm TIG Trivia Madness

6 pm TIG Trivia Madness

7 pm TIG Trivia Madness

8 pm TIG Trivia Madness

PILOTS LOUNGE:

2 pm Medievalair RPG
(Empire 25570)

6 pm Big Water Squat *Pvt*
(WW 19743+ 18340)

6 pm Sky Way
(SkyWay 59814)

The **ImagNation Network** offers special rooms for clubs and conferences on a vast variety of subjects, addressing as many of our members needs as possible.

This is where you will find **Yerthers Guild** and **Red Barns Squadron** meetings. You will also find trivia and role-playing games (RPGs) on a regular basis. In addition, you will find classes, clubs and discussions on a petticoats to self-help groups, poetry to computer programming and from video games to university-level classes. Only your **Imagination** can limit the number of conference topics available to INN members.

The following is the schedule of conferences for the month of January as of December 8. The schedule is subject to change. Conferences marked "Private" or "Pvt" require approval from the conference's host or moderator to attend. If you have a question regarding a specific conference listed here, please write to the name and box number below the conference name. Trivia questions only should be sent to box 996. All times listed are Pacific Time.

TEEN HANGOUT:

4 pm Hoosierland Guild
(BullHoos 55241)
7 pm Gamers' Tavern
(Johannika+ 14549)

BOARD ROOM:

10 am Board Room *Pvt*
(Gamer+ 10229)
5 pm Hobbies Club
(Praze 09872)

BRIDGE CLUB:

7 pm Christian Gang *Pvt*

(Charlotte 09152)

COLLEGE CAMPUS:

8 pm Virtual Book Society
(BookWorm 71802)
8 pm 12 Step Recovery Group
(Misterio+ 14668)
9 pm Cyberpunk
(Akira 29761)

BOARD ROOM:

6 pm Local Church *Pvt*
(Home+ 17563)
11 pm Berkshires RPG *Pvt*
(LA88+ 63816)
4 pm Silver Stream RPG *Pvt*
(Arg+ 49193)

RPG ZONE:

Open Red Dragon Inn
6 pm Star Wars Squadron
(Starwars 09548)
7 pm Jinni
(StarBers+ 65048)

PILOTS LOUNGE:

7 pm Koinonia Lair *Pvt*
(Koinonia 10000)
7 pm FS Esports Training
(FSB8000+ 99343)
8 pm Starlight Squadron *Pvt*
(Starlight+ 18821)

SPADES PLACE:

5 pm New York City 1826 RPG
(NY 41853)
6 pm Auto Air Doctor
(LadyDoc 30687)

TEEN SCENE:

7 pm Rockin' Kids
(Rock+ 19731)

TEEN HANGOUT:

6 pm Teen Fun Club
(Crystal 11761)

MARRIED LIFE:

7 pm Psychotic Awareness
(QWERTY 31694)
8 pm Metaphysical Crew
(Meteo 34456)
8 pm Sealife Sisters *Pvt*
(SealifeSis 53527)

GO-CHESSERS:

3 pm WEGT Guild
(Terror 16783)
6 pm Empire Chess *Pvt*
(Shazzat 82431)
6 pm Elena Dragon *Pvt*
(Wiggle+ 79453)

MONDAY:

7 pm Astral Abyssus Squad
(SoulM 18562) (2nd)

HELP ROOM:

7 pm Astral Abyssus Squad
(SoulM 18562) (2nd)

TRIVIA HAVEN:

8 pm TIG Trivia Madness
9 pm TIG Trivia Madness
9 pm Blue Monday Trivia
9 pm Actual Factoid Trivia
(Lousy 04537)

PILOTS LOUNGE:

4 pm RedCrushers Squadron
(RedCrush 55228)
7 pm TIG Trivia *Pvt*
(WTF 12253)

11 pm Undercover Pheasants

(CPH 01351)

SPADES PLACE:

6 pm TruXin ADAM RPG
(Adams 08159)
9 pm A Man and More
(Man+ 09440)

SINGLES CLUB:

6 pm HAWAII INN Conf.
(Hawaii+ 22991)
9 pm Northern Shakes
(NWA 04794)

RPG ZONE:

Open Red Dragon Inn
6 pm Golden Sibyl
(GIR 04536)
7 pm Star Trek RPG
(StarTrek 05049)
7 pm Warriors of Destiny Gold
(CrossGuard 36751)

BOARD ROOM:

6 pm Gear Ergs *Pvt*
(GearErgs 10277)
7 pm Drunken Knights
(Drunken 05027)
7 pm Vikings *Private*
(Vikings+ 45578)
8 pm Car Lovers
(Devilish 61351)

PILOTS LOUNGE:

7 pm Pot Guild
(Jewels 10666) (1st/3rd)

TREE HOUSE:

7 pm Hat Land of Faerie *Pvt*
(HatLand 7383)
10 pm Auction Club
(Couch+ 99646)

TRIVIA HAVEN:

6 pm Jones Good Old Trivia
(JonesPerry 10833)
7 pm TIG Trivia *Pvt*
(TIG 10625)
9 pm Auto Air Doctor
(LadyDoc 30687)

TEEN SCENE:

7 pm Rockin' Kids
(Rock+ 19731)

TEEN HANGOUT:

6 pm Teen Fun Club
(Crystal 11761)

TOURNAMENTS:

7 pm Auto Air Doctor Sun II
(LadyDoc 30687)

TOURNAMENTS:

7 pm VTA Guild *Private*
(JEWEN+ 64752)
8 pm Musical Ventures
(MTV 01719)

GO-CHESSERS:

7 pm VTA Guild *Private*
(JEWEN+ 64752)
8 pm Musical Ventures
(MTV 01719)

SPADES PLACE:

5 pm Xanadu RPG
(Lester+ 16223)

SINGLES COVE:

5 pm Xanadu RPG
(Lester+ 16223)

FRIDAY:

GO-CHESSERS:

7 pm Dragon Out *Pvt*
(Frost 08865)
8 pm KC Squadron *Private*
(Reckless 33440)

7 pm SGLA *Private*

(Cukars+ 35865)

COLLEGE CAMPUS:

7 pm TIG Trivia *Private*
(Charlotte 09152)

PILOTS LOUNGE:

6 pm Flying Dragons Sqd
(RedCrush 55228)
7 pm Letal Knights Sqd *Pvt*
(LKM1000 50775)
7 pm CARBAL Guild
(CARBAL 04141)
11 pm Undercover Pheasants
(CPH 01351)

SPADES PLACE:

6 pm TruXin ADAM RPG
(Adams 08159)
9 pm A Man and More
(Man+ 09440)

SINGLES COVE:

6 pm Shores of Octopus RPG
(Octopus 03280)
7 pm Red Rock Guild
(RedRock 09107)

TEEN SCENE:

6 pm Space Station *Pvt*
(SpaceStation 05251)
7 pm Computer Crew Awesomeness
(SCREW 05821)

RPG ZONE:

Open Red Dragon Inn
7 pm Cover of Glory Gold *Pvt*
(Pig+ 56969)
7 pm Roaches RPG
(Drools 04182)

BOARD ROOM:

6 pm Magi Guild
(GoldenMagi 00009)
7 pm Medieval Guild
(Medieval 04525)
7 pm Drunken Knights
(Drunken 05027)
7 pm Vikings *Private*
(Vikings+ 45578)
8 pm Car Lovers
(Devilish 61351)

GO-CHESSERS:

7 pm Cyberpunk Ethics
(CyberpunkEthics 05251)
7 pm FEZ Meeting
(Beenz 79262)
8 pm TV News *Private*
(CableDad+ 99572)

SPADES DEN:

5 pm Programmers Palace
(Zack 47973)
6 pm Undead Guild
(Sordid 05162)
6 pm Park Lovers Paradise
(ZLL 04913)

MYSTIC PORTAL:

6 pm Get Aquainted with SOY
(GetSoY 06610)
7 pm Drifts Guild
(Drifts 04525)
7 pm Sordid and Soiled SOY
(Sordid+ 05162)

TREE HOUSE:

4 pm Wizards of the Realm 12%
(Wizards 04339)
5 pm BES Setup
(BES 08585 07232)
5 pm Dragon's Egg Campaign
(Dragon's Egg 09397)
6 pm WPF WFC 64542

BOARD ROOM#4:

6 pm Imagine's Guild
(Imagine's Guild 07366)
7 pm Fellowship of the Wives
(Fellowship 22264)
7 pm Tacos
(Chris+ 04103)

CHESS CLUB:

6 pm Infinite Gold
(InfiniteGold 75608)
7 pm SWG Gold *Private*
(Digitalizer 73650)

TEEN SCENE:

6 pm Paint Gamers Squad
(PaintGamers 04343)
6 pm Vampires Club
(Harridan 06038)
7 pm March Metal
(Graphite 51624)

SINGLES CLUB:

6 pm Crocodiles RPG
(Hydro+ 22364)

COLLEGE CAMPUS:

6 pm AAC Meeting
(AACMeeting 04141)
6 pm Empire of Pier RPG
(Dustbowl 22097)
7 pm Stratosphere 7863
(Stratosphere 08153)

SATURDAY:

PILOTS LOUNGE:

6 pm Greyhawk
(Greyhawk 70869)
8 pm Air Warries Squad
(Warries 07163)

HELP ROOM:

6 pm ROC Guild
(Orcish 33047) (1940)
7 pm Ganchet Guild *Pvt*
(Ganchet+ 11018) (2nd)

PILOTS LOUNGE:

6 pm Flying Dragons Sqd
(RedCrush 55228)
7 pm Letal Knights Sqd *Pvt*
(LKM1000 50775)
7 pm CARBAL Guild
(CARBAL 04141)
11 pm Undercover Pheasants
(CPH 01351)

SPADES PLACE:

6 pm Shores of Octopus RPG
(Octopus 03280)
7 pm Red Rock Guild
(RedRock 09107)

RPG ZONE:

Open Red Dragon Inn
7 pm Dragon's Egg Campaign
(DUST 04632)
7 pm Death Crossers
(DeathCross 73432)
8 pm SOY Squads *Private*
(Artemis 07462)

MARCHING LIFE:

6 pm Health and Diet Club
(HealthAndDiet 06433)
7 pm Beets *Private*
(Beets 02385)

BOARD ROOM#6:

5 pm Koi Guild
(Koi 06610)

TRIE HOUSE:

5 pm They Might Be Giants
(TheyMightBe 10267)
6 pm Flock of Birds
(FlockOfBirds 06418)
7 pm Snug Talk
(SnugTalk 09941)

COLLEGE CAMPUS:

7 pm ISOT Guild Masters *Pvt*
(Kozette+ 24571)

TRIVIA HAVEN:

6 pm TIG Trivia Madness
(TIG 10625)

9 pm Poetry Workshop
(HAL30949+ 17666)

TUESDAY EVENING:
6 pm TTG Trivia Madness
7 pm TTG Trivia Madness
8 pm Bible Study
(Hilborn 1082)

CHESS CLUB:
7 pm Generators Anonymous
(Della+ 32155)

8 pm Red Dwarf
(VivianB 36413)
6 pm Katar Patrol
(WD 16 20929)

SINGLES CROWD:
7 pm MAY Game
(Cochran 33987)
8 pm MAY Petz
(Burkhardt 21067)
9 pm Collectable Comic Books
(Kane 32399)

PILOTS LOUNGE:
5 pm Force Ten *Private*
(Assault 47079)
6 pm LBI Briefing Room
(Doomsday 47374)

7 pm Sky Warriors
(Gustin 34608)

TEEN HANGOUT:
6 pm Soldiers of the Sky Squad
(Dale 10000+ 48158)

7 pm Martial Arts SIG
(Deadlock 83274)
9 pm Punk Conference
(Endgame 46404)

BFG ZONE:
Open 1st Dragon Inn
4 pm Castle of Cox *Pet*
(Squash 49915)
5 pm Cheshirekitty RPG
(Jasen 72321)

8 pm Strals of Tralfamoria
(JohnV 7001-6)

GO-CHECKERS:
7 pm Star Wars RPG
(Dakota 71159)

7 pm Run Room
(Roy 10381)

7 pm Cyber Games
(H2Go 26680)
9 pm Ladies Night Out *Pet*
(Nanette 37448)

TECH TOWER:
5 pm BBS Staff Info
(Duke 45640)
8 pm Virtual Secretary Overhead
(Terry 57481+ 47474)

SPORTS OPEN:
6 pm MCG LAB
(Loren 6866)

7 pm F1 Formula 1 Talk
(Squash 49765)

8 pm Nastis Boys *Private*
(Nastib+ 42122)

MYSTIC PORTAL:
6 pm JOTTR/TG-Gold *Pet*
(Squash 46203)

7 pm Star River SIG
(Jimmy 79976)

10 pm Wolfgang's Gold
(SirWolf 66425)

SPADES PLACE:
6 pm Jack Spade BPG
(SirSpade 87329)

6 pm Electronic Games
(Mortisland 42280)

7 pm PPF2 Game Club
(Rocky 76624)

BACKGAMMON OPEN:
6 pm Maxcess 11 BPG
(Wraath 34516)

6 pm Star Trek RPG *Pet*
(ComStar 24249)
6 pm BBS7 RPG
(Whitestar 61345)

BEARTS CLUB:
7 pm Man of Ryevalfolk RPG
(RickyP 89739)

MARSH LIFE:
6 pm TNG Civilization
(Angie 19088)

7 pm Starfleet Academy *Pet*
(Admiralrek 79213)

12 pm VSTI Satellite of Love
(MSICB2Low 69762)

SINGLES SPOT:
7 pm Computer Games
(Vice 89327),

SAVING ROOM:

SPADES PLACE:
5 pm Fellowship of Quest
(Crysalon 60505)

7 pm FF2
(F 52365)

9 pm WVOBT

(Skywriter 5882)

BEARTS CLUB:
11 am Star Trek Knight Squad
(Eriksson 42037)

5 pm Star Trek Miles Petz *Pet*
(Oscar81 87480)

TEEN SCENE:
1 pm Teen Interactive Games
(Greg 68899)

3 pm Deend Nextday
(Gwen 52988)

7 pm Jike Ele
(BODG 47325)

THE HOUSE:
10 am Keenwood Campaign *Pet*
(TheDM 76129)

11 am Oceanus Café
(TOURM 58165)

6 pm CMB Proper Fan Club
(CHProp 61391)

6 pm Star Wars RPG
(StarHunt 15281)

BOARD ROOM:

8 pm Dark Nebula Guild
(Hive 62109)

8 pm Galactic Empire Guild
(DE 625-59)

9 pm E & G *Petz*
(Garrett 30284)

COLLEGE CAMPUS:

6 pm Area of the Universe *Pet*
(JULieAnne 72822)

7 pm CHIPS
(Duke 37419)

7 pm BFR Squad *Private*
(HeadBFR 66728)

TRIVIA HO.H.E.N.

4 pm TTG Trivia Madness
5 pm Maxcess Web Trivia
(Mitz 75556)

6 pm TTG Trivia Madness
7 pm TTG Trivia Madness
8 pm TTG Trivia Madness
9 pm TTG Trivia Madness

10 pm TTG Trivia Madness
11 pm TTG Trivia Madness

HELLO BOOY:
"On the hour 10 am to 5 pm"
"New Member Orientation"
"New DEG Guest *Private*"
(Doris 51-4661 1st)

6 pm Maxcess 11 BPG
(Wraath 34516) (2nd)

7 pm DEG Gold *Private*
(ComStar 24249)

8 pm Entertainment *Pet*
(Lafont 20068) (142nd)

8 pm ShapeShifter Gold
(Aldren 62338) (152nd)

9 pm Akers Roundtable
(Samie 40231) (264th)

PELOPS LOUNGE:
5 pm TA Sessions *Petz*
(ADMister+ 32138)

TEEN RANGER:

5 pm Superheroes RPG *Pet*
(Eclipse 69941)

6 pm Stoicous Rangers
(Garrison 22202)

8 pm Shadow Horde Gold
(Slash 22268)

SINGLES CROWD:

10 pm miniature Painting 101
(Dawn 38446)

11 pm Vegetarian Meeting *Pet*
(Marta 45578)

1 pm Dark Guard

"Klovers" (42-473)

8 pm Star Wars RPG *Pet*
(Stomper 73189)

GO-CHECKERS:

11 am GU Club
(MarsSkys 38692)

1 pm Shadowmen RPG

(Genlock 71813)

5 pm New Entry Central
(Eric 63375)

6 pm Royal Guards Gold
(Princess 60681)

SINGLES CLUB:

11 am HB Squadron *Petz*
(HBParad 18323)

RPG ZONE:

Open 1st Dragon Inn
10 am Blotteroon *Pet*
(Oscar81 84113)

1994 JANUARY 1994

SUN	MON	TUES	WED	THUR	FRI	SAT
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31	All times listed are Pacific Time.				

1 pm Guild of Sacred Sword

(Charles 39762)

5 pm Floating Vagabond RPG

(Steve 60193)

BACKAMON OPEN:

5 pm Componers Guild *Pet*
(Beamer 23053)

6 pm Baseball Cards On-Line

(Eric 60314)

7 pm Blue Knights

(Hiker 74516)

7 pm LX Lizards

(LMOrchid 56475)

SINGLES SPOT:

8 am Lost Legion Guest *Pet*

(10 am 1 687)

11 am Korben of the Light Gold

(Barney 22791)

1 pm DragonLance

(SourceDM 34861)

MARSH LIFE:

11 am Nagisa Net Notes

(Reinhardt 28447)

4 pm KID'S KIDS *Pet*
(Sister+ 30641)

6 pm GoldStars RPG *Pet*

(GatedRan 10324)

MYSTIC PORTAL:

None NoData

1 pm 3D War

(3DWar 38729)

7 pm Red Dwarf RPG

(Mithion 66932)

7 pm Soldiers of Fortune

(Paladin 88124)

SPORTS OPEN:

3 pm KID'S KIDS Garrison

(GatedRan 31114)

5 pm KID'S KIDS *Pet*

(RICHARD 23862)

6 pm FIG ALADDIN *Private*

(Paladin 74954)

7 pm Beasts and Beasts

(Butthead 7098)

TEEN TOWER:

11 am Doing Dumb of White

(DRKCriss 36146)

5 pm Dragonkitty Terra RPG

(TBDepp 72882) *Pet*

7 pm Computer Audio

(Beez 22911)

Enjoy The Latest From The Premier On-Line Network.

Free* ImagiNation 2.3 Upgrade!



Order yours today in the INN Mall!

Even More New Games And Features

Dice in Conference Room, Jump Directly to Specific Bulletin Board Post, Spades Match Game Interface by Skill level, Chess Clock, Virtual and EMS Memory Use, Euchre, Chicago Rubber Bridge Scoring, 9600 baud capability.

*\$4.95 for shipping and handling.

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THE IMAGINATION NETWORK

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E-mail: 946
DINICIO, 27, Network Technician

TECH TALK

Version 2.3 is here, and it heralds the arrival of many new games that will soon become favorites such as INX 3-D GOLF, Stratego, euchre, and spades. ImaginNation v2.3 also uses a technique known as "virtual memory" to make it possible to play most of the games on-line with as little as 480K of free conventional RAM!

Virtual Memory (or VM) does this by using small amounts of space on your hard drive to "swap out" bits of data, free up that portion of RAM, then read back from disk the information it swapped so game play can continue. Swapping information in and out from the hard drive can take a second or two, so in this issue we'll discuss how to use expanded memory to eliminate the need for your machine to swap to and from your fixed disk.

Your computer's memory is divided into

three types: Conventional (the amount from 0 to 640K), Shadow Ram (the amount from 640K to 1024K), and Extended (memory above 1024K). You can use a Memory Manager, such as EMM386.EXE to create blocks of memory that conform to the Expanded Memory Specification (or EMS). By setting up 380K or more of EMS memory, VM will never need to use your hard drive to swap out information — it will do it in your computer's memory. Not only does this mean less hard drive writes and reads, it means your V2.3 games will run faster because memory takes only nanoseconds to access.

The quickest and easiest way to gain EMS memory for use by INN is to use the boot disk maker found on disk #1 of the INN install kit (BOOTDISK.EXE). Not only will the boot disk maker calculate the exact formula for your computer to use, it will copy all nec-

essary files from your hard drive to a floppy disk and then create a CONFIG.SYS and AUTOEXEC.BAT file on that disk for you! Using the boot disk program also means you don't have to worry about changes you make in your memory management scheme affecting the way other programs perform.

If you'd rather boot from your hard drive and want to make sure you are making EMS memory available to INN, insure the following lines appear in your CONFIG.SYS file:

DEVICE = CADDSHMEM.SYS

DEVICE = CADDS45MM386.EXE 384

This guarantees a minimum of 384K of EMS will be created when you boot your computer.

Remember, if you have questions, please feel free to write me at box 906!

Happy computing!



Hobbies/Interests
Teaching
Writing
Computers
Fitness
Nature
E-mail: 946
DINICIO, 27, St. Louis, MO

An Ode to Computer Care

A surge protector is an investment with pride,

To keep the unit from being deep fried.

Please back up your files to tape or to disk,

Takes lotsa time, but well worth the risk.

Smoking on-line is also taboo,

As it coats your computer with brownish-like goo.

If you think that's all to computer care, NOT!

A virus can destroy everything that you've got.

System files, data, and software I guess,

A virus will alter it, make it a mess.

To back up your hard drive will often suffice,

But a virus protect program would also be nice.

You can find them expensive and yet some are free,

But using it often is really the key.

Your computer will last long and for you will be there,

If you make a good effort to treat it with care.

Seriously, I've been in this industry for many years. I've seen computers damaged by preventable and unpredictable causes and people faced with costly repairs. We like to see you on-line, and often, so please take care of your investment. If you have any questions, I'm in the Help Room most every night.

As you well know, computers aren't cheap.
But there are so many benefits to reap.
To keep your computer running like new
Below are a list of things you can do.
The computer will be a long lasting tool
But it doesn't like heat, so please keep it cool.
Another thing that is really a must,
Is to keep it away from sources of dust.
And its not only dust, its much more than that.
Computers get dirty from the hair of your cat.
Being hungry on-line is often our mood,
but keyboards are ruined from the crumbs of the food.
As glasses and cups of beverages are filled.
But then all too often these drinks are then spilled.
Prevention is cheap and a very quick chore,
With a can of compressed air that you get at the store.
Once in a week, a really good spray.
Will blow out the crumbs, dust and hair far away.
This is surely not all that will damage your unit.
A big surge of power will definitely ruin it.

Value Added Network
continued from page 1

To support our private, fiber-optic-based data network, redundant hardware and systems have been put into place to insure that if something unforeseen happens, it will be virtually invisible to you, the member.

Repetitive processors and switches all over the network mean that if a system goes down, computers dedicated to monitoring the network's traffic will automatically re-route calls around problems while the affected systems "repair themselves" by referring traffic to duplicate "stand-by" systems. Alarms go off and alert technicians as to the type and location of the failure, and people are dispatched to correct the problem.

The system can tolerate multiple breakdowns and will continue to search for the most efficient path through the network to keep your connection to us. If necessary, calls can even be pulled from our private network and transferred to the public network. In one case, calls from some INN members, affected by a network blockage, were re-routed through Paris, France!

Although we offer more connection points



Holden Tringali
Tools
Glossary
Features
News
Forums
Innedia
Sudoku, NY

CHESS CLUB NEWS

INN players meet, compete at Reno chess tournament

At a recent nationwide chess tournament, several INN Chess Club members, who got together to see the faces behind the toons of their on-line friends, also saw one of their own take first place.

The event was the 11th Annual Sands Regency Western States Open, held October 29 through 31 in Reno, Nevada.

Grandmaster Roman Dzindzichashvili, who frequently plays and gives lessons in the INNChess Club, won the tournament after defeating two other top players in tie-break rounds.

Other INN Chess Club players met at the hotel for some pre-tournament socializing. They are known on the network as Vissidarte, Tiger22, Strangler, Blueelite, Chessista, and LadyJ.

Vissidarte, who did not play in the tournament, drove to Reno Saturday morning from the San Francisco Bay Area to see how his chess student Jordy Mont-Reynaud was doing in the tournament. Jordy is the U.S. Chess Federation's top-rated player in the 10-year age category, with a rating close to the master's level.

than any other network, INN will be adding more very shortly. As technology and techniques in data connections improve, they will be incorporated into our existing private data network to assure the connection

from your modem to us is as quick and clean as possible. It's just another way INN works to remain the premier interactive on-line entertainment service!

The Shadow of Yserbius

The Ultimate Multi-User Dungeon!



You'll be hooked long after you solve the volcano's mysteries.

-QuestBusters

Welcome to "The Shadow of Yserbius," the multi-player fantasy roleplaying epic on the ImaginNation Network. Join real people in real time as you search for the secrets of a cursed Kingdom buried beneath a live volcano.

Everyone you meet could be a real live person, as literally thousands of

people gather each night to experience the multi-player dungeon epic that Strategy Plus Magazine calls "champion among multi-player fantasy games...a game too big for just one player."

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INN Quality Assurance: From Bugs to Beauty



As 1994 begins,
ImagiNation
v2.3 is appearing on the computers of more and more of our Members. Those of us in the INN Quality Assurance (QA) department feel a special sense of pride in delivering the most heavily-tested version of our software in time for everyone to enjoy through the holidays.

After QA's last article, I received a number of inquiries asking how exactly we go about the process of reporting and resolving problems with the software during testing. With 600 to 800 Beta Testers running v2.3 through its paces, you can bet we had a sound system in place to handle all of what they would be telling us about the software.

The way it works is this. Every Beta version of our software is written to make use of what we call our "INN BugLogger". This tool is activated when a Tester hits a hot-key. They are then presented with a screen prompting them to create a title and give a full description of the problem. Then, there are buttons to indicate how severe the prob-

lem is (i.e. are you dumped back to DOS or is it just something relatively minor or even a suggestion), where it occurred and whether or not they found it to be repeatable. Once their information is complete, the Tester can then click on a Save button and send their report to us.

These reports are written to special bulletin boards only our QA department can access. A number of times everyday during the height of a testing cycle, we will download all of the information written to these special boards. In addition to what the Tester wrote, the BugLogger also reports the Testers computer speed, modem brand, baud rate, the date and time they reported the bug, and even their mailbox number. In testing v2.3 there were incidences where our programmers needed additional information only our Beta Tester reporting the problem could provide. When that happened, having a mailbox already listed helped enormously!

Once the reports are downloaded from the network, they are imported into a bug-tracking software package where everyone involved with the project can read them, comment on them and, of course, pass them on

to QA once they have been addressed. QA's involvement with version 2.3 began as far back as last June. All tolled, there were more than 5,000 individual bug reports generated during testing version 2.3. You can imagine (no pun intended) how many testing hours that represents.

When the programmer assigned a specific bug report is done fixing it, they then assign it to QA. We then verify the fix the programmer made and either "close" the bug report or, if we find it is still a problem, we route it back to the programmer with more information as to what was found in testing. Eventually, all of the bugs reported are resolved and then, the software is ready for release.

Working in QA is certainly an interesting job to tell people you do in casual conversation, and its usually followed with a reply along the lines of "you play games ALL day?" Now you can see there's a little more to it. But as any avid gamer would imagine (okay, maybe just a small pun intended this time), its a job that's easy to love.

Happy holidays from all of us at INN QA. See ya on-line!

BY

INNteractive Network University Winter Quarter Schedule

The new class quarter begins on Saturday, January 8. Game classes will be a drop-in format, all others require signing-up in advance. To register for a class, send your name, box number and the class title to the box listed next to the class (below). If you do not have INN Stamps, you may leave a message in the appropriate bulletin board in the INN University. The current schedule is as follows:

SATURDAY

Backgammon:	11 am	5 pm
MedievalLand:	Noon	4 pm
Cribbage:	2 pm	6 pm
Spades:	1 pm	3 pm

SUNDAY

Hearts:	11 am	3 pm
Euchre:	Noon	2 pm
Poker:	1 pm	5 pm
Beginning DOS*:	6 pm	(box 711)

5 weeks beginning 1/9/94

MONDAY

Chess:	7 pm
C++:*	7 pm (box 722)

10 weeks beginning 1/10/94

TUESDAY

Euchre:	7 pm
Cribbage:	7 pm

WEDNESDAY

Home Accounting*:	7 pm (box 754)
3 weeks beginning 1/12/94	
Quick BASIC*:	7 pm (box 734)

10 weeks beginning 1/12/94

MedievalLand: 7 pm

THURSDAY

Creative Writing*:	7 pm (box 745)
7 weeks beginning 1/13/94	
Spades:	7 pm
Beginning DOS*:	7 pm (box 715)

5 weeks beginning 1/13/94

FRIDAY

Poker:	7 pm
Backgammon:	7 pm

*Class requires pre-registration